

## CLAIMS

1. A game comprising at least one flexible wire operable to be folded and shaped so as to represent a figure, wherein at least one person tries to guess the figure into which said flexible wire has been shaped.

2. A game according to claim 1, further including a plurality of cards, said cards having a picture or text disposed on said card, wherein said flexible wire is folded and shaped so as to represent said picture or text disposed on said card.

3. A game according to claim 2, wherein said flexible wire includes a plurality of flexible wires.

4. A game according to claim 3, wherein said plurality of flexible wires is each colored differently.

5. A game according to claim 2, wherein said cards comprise various categories.

6. A game according to claim 5, wherein said categories include at least one of food, places, things and hobbies.

7. A game according to claim 5, wherein said categories are divided into a plurality of difficulty levels.

8. A game comprising:  
a plurality of cards having a picture or text disposed on said cards;

a flexible wire capable of being folded and shaped so as to represent either said picture or text disposed on said card or a clue referring to said picture or text disposed on said card;

a timer for limiting the amount of time a person has to guess an object represented by said flexible wire; and

a point system.

9. A game according to claim 8, wherein said cards include various categories.

10. A game according to claim 8, wherein points are awarded to a team that guesses said object on said card.

11. A game according to claim 8, further comprising a board having a path defined by a plurality of spaces, wherein said point system comprises a numbered spinner, which comprises a pointer and a plurality of numbers arranged along a surface of said numbered spinner, wherein said numbered spinner is spun so that said pointer points to a single number of said plurality of numbers, said single number representing the number of said plurality of spaces a team can move along said path if said picture or text disposed on said card is determined prior to said timer concluding.

12. A method of playing a game comprising the steps of:

- providing a flexible wire;
- folding and shaping said flexible wire so as to represent a figure; and
- trying to guess said figure represented by said flexible wire.

13. The method of playing a game according to claim 12, wherein body language cannot be used while folding and shaping said flexible wire unless said body language is used to express movement of said figure that said flexible wire represents.

14. The method of playing a game according to claim 12, wherein body language cannot be used except for folding and shaping said flexible wire.

15. The method of playing a game according to claim 12, further including the steps of:

- providing a plurality of cards, said cards having a picture or text disposed on said cards;

- wherein said flexible wire is folded and shaped so as to represent said picture or text disposed on said card or a clue referring to said picture or text disposed on said card.

16. The method of playing a game according to claim 15, further comprising the step of awarding points if said step of guessing said figure represented by said flexible wire is achieved.

17. The method of playing a game according to claim 16, comprising the steps of providing a timer for limiting the time a team has to guess said figure represented by said flexible wire and a board, said board having a path divided into a plurality of spaces wherein said step of awarding points comprises providing a numbered spinner which comprises a pointer and a plurality of numbers arranged along a surface of said numbered spinner, wherein said numbered spinner is spun so that said pointer points to a single number of said plurality of numbers, said single number representing the number of said plurality of spaces a team can move along said path if said picture or text is disposed on said card is determined prior to said timer concluding.

18. The method of playing a game according to claim 16, wherein said step of awarding points comprises awarding one point for a single word, two points for a compound word, three points for a two-word answer and five points for a super bonus card.

19. A method of playing a game according to claim 16, wherein said plurality of cards are divided into various difficulty levels, wherein said step of awarding points comprises awarding points based on said difficulty levels of said cards.

20. The method of playing a game according to claim 15, wherein said plurality of cards comprises various categories.

21. The method of playing a game according to claim 15, comprising a step of providing a timer, wherein said timer limits the amount of time for said step of trying to guess said figure represented by said flexible wire.

22. The method of playing a game according to claim 15, wherein body language cannot be used while folding

and shaping said flexible wire unless said body language is used to express movement of said figure that said flexible wire represents.

23. The method of playing a game according to claim 15, wherein body language cannot be used except for folding and shaping said flexible wire.

24. A method of playing an educational and therapeutic game comprising the steps of:

providing a plurality of cards having a picture or text disposed on said cards;

providing a flexible wire operable to be folded into shapes to represent a figure, wherein at least one person chooses from said plurality of cards and then tries to shape and fold said flexible wire to represent said picture of text disposed on said card.

25. A method of playing an educational and therapeutic game according to claim 24, wherein said cards are divided into levels of difficulty.

26. A method of playing an educational and therapeutic game comprising: a flexible wire wherein an instructor folds and shapes said flexible wire to represent an object and at least one patient tries to guess said object represented by said flexible wire.